



AVAILABLE NOW

the
BIG one.

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TIME OUT

January/February 1994

THE MAN

More than just a lawman, Dredd is the law in Mega-City One... Judge, jury, and when necessary, executioner too!

THE COMIC

Britain's most popular comic character and soon to be a major motion picture!

THE PINBALL

It's post-nuclear 2116. Perpetrators run rampant through the city. You must keep the peace. So load up your Lawgiver and hop on your Lawmaster! Show the creeps who's the boss!

YOU BE THE JUDGE!

Bally

Midway Manufacturing Company

A subsidiary of
WME
Industries Inc.

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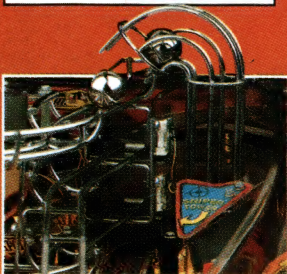
JUDGE DREDD



Coin Cascade Ltd.
5 Vulcan Place,
Christchurch,
Ph 338 1411
Fax 338 1410

JUDGE DREDD™

Mega-City One, 2116. Crime and chaos run rampant in this towering metropolis of 400 million. Complete anarchy is contained by the Judges, an elite corp of genetically enhanced officers who serve as judge, jury and, when necessary, executioner.



JUDGE DREDD pursues fleeing perpetrators on high speed chases over the Mega-City Super Highway -- made from unique new triple-deck wire-form ramps.



Meanwhile... Pinballs trapped in orbit around the planet of Deadworld can only be released into multi-ball play by the **Space Station Robotic Arm**.



JUDGE DREDD will arrest players with **Dot-Mation™**, **Synco-Sound** and two electronic shooters! Plus an all-original soundtrack with new **Digital Compression System (DCS)** for unlimited sound effects capabilities.

DCS

For the first time ever, play **SUPERGAME™** on a **SUPERPIN™**! For two credits players can thrill to two-ball multi-ball™ action at the beginning of each turn, with the option of completing the five-ball for Super multi-ball™! Four exclusive **SUPERGAME™** multi-ball™ play modes -- Mad Bomber! Deadworld Attack!, Traffic Jam! and Prison Break! -- are available, with an extended Drain Shield timer to keep multi-ball™ in play. **SUPERGAME** also offers pinball's ultimate shot -- **100 MILLION POINTS!**

At the end of either game players can buy one extra multi-ball™ for one credit, with all scores and features remaining as they were at the end of the game!

MORTAL KOMBAT™

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MORTAL KOMBAT HAS FINALLY MET ITS MATCH.

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Midway Manufacturing Company

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WMS
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CLASSIFIEDS

Spinal Breakers	\$200
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Bronze Adventure	\$200
Pitfighter	\$400
Cabal	\$200
POW	\$100
Vigilante	\$75
Time Killers	\$1400
Karate Tournament	\$1000
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Blood Brothers	\$400
Warriors of Fate	\$1800
Neo Geo 1 w/cartridge	\$1100
Asterix	\$600
Chaston 20" cabinet, steel doors, AVE mechs, incomplete cabinets available ie: no tube...	\$900

Neo Geo Cartridges

Art of Fighting
Fatal Fury
Sengoku
Burning Fight
Cyberlip
Ninja Combat
Blues Journey
Mutation Nation
Nam 75
Baseball Stars
Baseball 2020
World Heroes

All cartidges \$200 for 1, \$500 for 3, \$1000 for 7

Everything Negotiable

Interest Free terms to approved customers.

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Neo Geo Cartridges

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Burning Fight	\$250
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Fatal Fury	\$250
Mutation Nation	\$250
Ninja Combat	\$250
Robo Army	\$250
Sengoku	\$250
Soccer Brawl	\$250
Super Baseball 20/20	\$250
Count Bout	\$250
World Heroes 1	\$250

or any 5 cartridges for \$1000

Accessories

4 600 wide metal panels complete to suit lowboy 3 player	\$190
10 500 wide Chaston panels complete 2 player	\$120
10 500 wide Chaston panels complete 1 player	\$70
4 Simpo universal 4 player panels complete	\$350

Cabinets and Dedicated - Upright

1 26" grey simpo cabinets, NRI mechs, exc cond.	\$2000
1 Dragons Lair II original dedicated cabinet NRI mech exc. cond	\$4600
1 Fishtails Pinball NRI mech exc. cond	\$5000
1 Terminator II NRI mech exc. cond	\$6500

Phone Maarten (09) 524 5773 or Kevin (09) 525-0200

TIME OUT

CHARTS

USA (as published in Replay)

Conversion Games

1. SNK 'Samurai Shodown'
2. Atari 'World Rally'
3. Capcom 'Super SFII'
4. Kaneko 'Gal's Panic 2'
5. Capcom 'SFII:CE Turbo'
6. SNK 'Fatal Fury Special'
7. SNK 'World Heroes 2'
8. Bundra 'Neck 'n Neck'
9. Amer.Sammy 'Daioh'
- 10.Capcom 'Warriors of Fate'

Dedicated Games

1. Midway 'Mortal Kombat 2'
2. Williams 'NBA Jam'
3. Midway 'Mortal Kombat'
4. Konami 'Lethal Enforcers'
5. Namco 'Final Lap 3'

Delux Games

1. Sega 'Virtua Racing'
2. Namco 'Cybersled'
3. Namco 'Suzuka 8 Hours'
4. Sega 'Outrunners'
5. Namco 'Lucky & Wild'

Pinballs

	Dist*
1. Williams 'Indiana Jones'	30%
2. Midway 'Addams Family'	77%
3. Gott/Prem 'Wipeout'	9%
4. D.East 'Tales/Crypt'	8%
5. Bally 'Judge Dredd'	19%
6. Midway 'Twilight Zone'	68%
7. D.East 'Jurassic Park'	58%
8. Midway 'Creature/Lagoon'	39%
9. D.East 'Last Action Hero'	21%

* Percentage of operators with pinball on location

JAPAN (as published in Jam)

Dedicated Games

1. Sega 'Virtua Fighter'
2. Namco 'Ridge Racer'
3. Namco 'Cybersled'
4. Sega 'Alien 3 - The Gun'
5. Namco 'Air Combat'
6. Sega 'Outrunners'
7. Jaleco 'Speed King/Quiz'
8. Namco 'Suzuka 8 Hrs DX'
9. Sega 'F1 Super Lap'
- 10.Konami 'Lethal Enforcers'

Pinballs

1. Data East 'Jurassic Park'
2. Williams 'White Water'
3. D.East 'Rocky & Bullwinkle'
4. Midway 'Creature/Lagoon'
5. Data East 'Star Wars'

AUSTRALIA

(as published in Leisure Line)

Dedicated Games

1. Midway 'Mortal Kombat II'
2. Sega 'Alien 3 -The Gun'
3. Sega 'Title Fight'
4. Taito 'Ground Effects'
5. Namco 'Lucky & Wild'
6. Sega 'Outrunners'
7. Taito 'Captain Zodiac'
8. Namco 'Suzuka 8 Hours'
9. Sega 'Virtua Racing'
- 10.Namco 'Cybersled'

UK

(as published in Euroslot)

Conversion Games

1. Capcom 'Spiderman'
2. Capcom 'Super SF'
3. Electrocoin 'Cabal'
4. Gaelco 'World Rally'
5. Taito 'Taito Cup Final'

Dedicated Games

1. Namco 'Cybersled'
2. Sega 'R360 Simulator'
3. Williams 'M/Kombat II'
4. Sega 'Outrunners'
5. Namco 'Air Combat'

Pinball

1. Williams 'Indiana Jones'
2. Williams 'Star Trek'
3. Bally 'Judge Dredd'
4. D/East 'Last Action Hero'
5. Williams 'Twilight Zone'

Pinballs

1. Williams 'Star Trek'
2. Bally 'Judge Dredd'
3. Williams 'Indiana Jones'
4. Bally 'Twilight Zone'
5. Bally 'Addams Family'
6. Bally 'Creature/Lagoon'
7. Williams 'Dracula'
8. Williams 'Fish Tales'
9. Bally 'Dr Who'
- 10.Williams 'White Water'

*Data East or Gottlieb games not tested

NZ NEWS

Christmas provided some excellent earnings in most areas and especially in those areas that are the traditional holiday destinations. One operator we know moved 50% of his own equipment out of the central city locations and put these units down the coast in the holiday areas. Three service calls due to full cash boxes (the \$1 coin type) in a week was ample reward for common sense.

Copies

While we have spent considerable time and money in this publication and in the civil courts over the last few years attempting to keep honest operators from having to compete with those dishonest operators who insist on operating copies, 1994 marks a turning point in this situation.

Coin Cascade has employed full time staff in three major cities over the last four months of 1993 and lists of suspect pcbs, operators and suppliers have been tabulated.

On 21/1/94 the first results of this exercise were seen when the Police acting under sections of the Crimes act executed a number of search warrants and seized a number of suspect games from a number of locations. Information on the suppliers of these games has been given and further warrants are expected to be issued shortly. Operators who have been operating copy

products will be charged under sections of the Crimes Act and will (if convicted) be liable to fines, costs and imprisonment for up to 10 years as well as a permanent criminal record. Full report page 23.

Auckland

According to one inner city operator has experienced a very quiet period in Queen Street over Christmas but this improved when the yachts from the "Around the World" race arrived.

- John Arrowsmith having recently moved house must be wondering about the area he now lives in. His V8 Holden was recently stolen from outside his house complete with a sizeable sum of cash, a large number of tools, a couple of coin counters and many, many, keys. Anyone who has any of this equipment offered to them please contact John or our Auckland office.

- Nice to see a number of "Air Hockey" tables entering our market and providing excellent returns in hotels and arcades. This is certainly a game with a great future.

- Rod White has also had a bad run recently being flat on his back with back problems over the Christmas period. Hope you have a speedy recovery Rod.

- A number of operators attended a meeting of the Manukau Council late last



"Ask about our Finance options"

Auckland/Northland: Kevin Grundy Ph (09) 525-0200 Fax (09) 525-0250
Central N/I: Robert Briggs Ph (07) 346-3783 Fax (07) 346-3784
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South Island: Gary Walker Ph (03) 338-1411 Fax (03) 338-1410

CLASSIFIEDS

SELL

SELL

Neo Geo Cartridges

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1 Pay Phone	\$400
1 Burning Fight	\$150

Dedicated Cabinets

1 Thunder Blade	\$2800
1 Operation Wolf	\$1100

PCB

1 4P Wrestlefest	\$300
1 Tank Force	\$300
1 Commando	\$50
1 Puzznic	\$150
1 Crude Busters	\$500
1 Super Cops	\$300
1 Star Gate	\$180
1 Paddle Mania	\$200
1 Slap Fight	\$150
1 Top Secret	\$250
1 Double Dragon III	\$250
1 Street Fighter I	\$500
1 Ledge of Tomna	\$450
1 Black Dragon	\$150
1 Terra Cresta	\$80
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1 Gang Wars	\$300
1 Alter Beast	\$300
1 Hard Head	\$250
1 Juno I	\$50
1 Ikari	\$30

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SELL

Pinballs

Addams Family	\$6,000
---------------	---------

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1 Karate Tournament	\$900
1 NBA Jam	\$2950
1 Rally X	\$200
1 Slam Masters	\$1000
4 Street Fighter II	\$1000
1 SFII:CE Hyper	\$1700
2 Sunset Riders 4p	\$900
1 Tao-Taïdo	\$900
1 US Navy/Carrier	\$600
1 Varth	\$1300
4 Vendetta 4p (2 for \$1300)	\$800
5 Wrestlefest	\$300

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SELL

PCB'S

Dozens to choose from, surplus to requirements. Priced from \$100. Will do deals on multiple purchases.

Cabinets

Large no. of various types of 20" cabinets in good cond. Any reasonable offers considered.

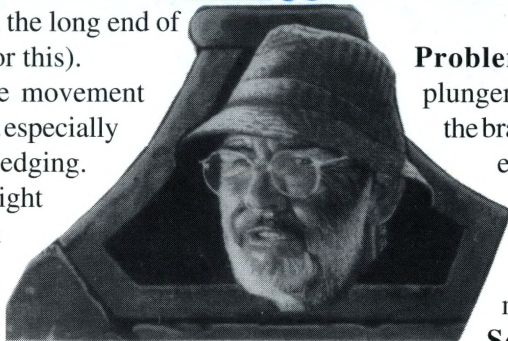
Pinballs

Black Rose	\$3500
Gilligans Island	\$3000
Party Zone	\$3000
Bridge of Pinbot	\$3500
Dr Who	\$4500
Pinbot	\$1300

Ph (03) 352-9280 or 025 320-565

(you will need the long end of an allen key for this).

- Check for free movement of the playfield especially the top left red edging.
- At the bottom right a microswitch can be clearly seen and occasionally



the ball will drop onto this switch and close the tabs.

Solution: Fit RTV or similar between tabs to stop them closing.

Problem: Ball jam on the gold rail where it drops onto the playfield.

Solution: Ensure the ball always moves freely through this area and does not bind.

Problem: Wire Gate behind the right hand sling-shot jams in the "up position."

Solution: Check clearances in the "UP" position ensuring that the ends are clear of obstructions and can freely move sideways.

Problem: Ball travelling down from the idol bounces back through the gate and down the drain.

Solution: Add a small mini post behind the R/H slingshot and re-route the rubber via this post.

Problem: The solenoid plunger stops directly on the bracket mounting the exit gate from the multiball idol head and becomes magnetised.

Solution: Add a plastic split washer or install the Bally part now available.

After a couple of weeks operation spend some extra time while doing the cash up to ensure all screws are tight especially those in the line of fire of the flippers and those securing the pop bumpers. Check the cabinet bottom for anything else that may have come loose on a regular basis. We welcome any other "tips" or "solutions" about any Williams/Bally pins for this column.



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year to put their side to the meeting in response to a proposed new by-law that would virtually remove all video games from this councils area. The meeting went well and operators left intending to be present at the next meeting and provide further information early in 1994.

As it turns out the council met before Christmas and the new by-law that requires licensing, toilets, separate areas for games, for even one game was passed. A number of provisions in the by-law are in fact well thought out and will remove the problem of machines on the foot path but the whole by-law is a serious case of a mis-informed body enacting overkill legislation with no balanced research being undertaken. Local operators will bear the brunt of this situation.

Mortal Kombat 2 Update Rom

This unit is certainly taking the money and showing a solid improvement on its forebear. A new version Rom has also been issued from Williams that further enhances game play by correcting a few bugs the original game had. The new Rom also adds 40 new moves to the game. Any operators who have not received this update please contact their local agent.

Judge Dredd The Movie

Later on this year we can expect to see a full length motion picture release starring Arnold or Sylvester that will certainly ensure top earnings for this new comer pinball right through 1994. The

special feature of a 3-ball \$1 game or a 6-ball \$2 game and the solid acceptance of the pin from fans of the long running comic series (reflected in takings) will make this pin a hot contender for Pinball Of The Year.

General

- Merv and Anne Wilson dropped in on their way to a weeks holiday in Auckland recently, intending to spend some time there with Angus Gordon at his new beach house. Angus will be known to many operators around the country and has recently finished a stint as MD of Pacific Gamings NZ business. Mike and Irene De-Ruyter also spent a great week in the big smoke looking for some good weather.

- Interesting to note that according to the "Hoyts Movie Update" 1993 saw an additional 63 screens opened around NZ. Nice to see from an industry that a few years ago was "on the rocks".

Home Hire

Any operator who is also looking for some additional income should consider the booming "home hire" business. Operators with juke boxes have already discovered that returns can be excellent especially if you have a location with some good equipment on it that tends to be closed part way through Saturday. Home customers are prepared to spend up to \$200 a night for the opportunity of playing their favourite video game at home. This home viewing also works very well as a prize in a competition or as a promotional give away.



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WORLD JOURNAL



JANUARY 6-8

VAN EXPO '94
MECC-Expositie Centre
Maastricht, THE NETHERLANDS
Contact: Buro ZONDAG-STAM
TEL: 31-4103-3944
FAX: 31-4103-3687

JANUARY 6-9

WINTER CES
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Contact: Electronic Industries Ass'm
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FAX: +1-202-457-4901

JANUARY 25-27

ATEI
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London, ENGLAND
Contact: BACTA
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FAX: 44-71-713-0446

JANUARY 26-29

IMA
Frankfurt, GERMANY
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GmbH
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FAX: 49-211-901-9127

FEBRUARY 22-23

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FEBRUARY 24-27

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FAX: 36-52-317-941

MARCH 8-9

AMEX '94
Green Isle Hotel, Dublin, EIRE
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FAX: 353-45-21438

MARCH 17-19

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FAX: 1-708-333-4086

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FAX: 39-6-440-3686

MARCH 25-29

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FAX: 886-2-3215098

MARCH 27-29

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FAX: 34-93-41500095

MAY 5-7

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FAX: +44-905-724768

MAY 9-10

GAMEXPO '94
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Vancouver, B.C., Canada
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MAY 10-12

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FAX: +44-61-665-1260

JUNE 8-13

EXPO DIVERSIONES
Expo-Guadalajara
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JUNE 14-16

TILE 1994
Maastricht Exhibition & Congress
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TEL: +44-985-846181
FAX: +44-985-846163

AUGUST 4-6

SALEX INCORPORATING FIPAT
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SEPT 21-23

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SEPT 22-24

AMOA
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FAX: +1-312-321-6869

SEPT 26-28

1994 WORLD GAMING CONGRESS
Las Vegas
Contact: Gaming Wagering Business
TEL: +1212-594-4120
FAX: +1212-594-0514



*Update from John Wheaton (WIZ)
NZ's premier pinball service expert.*

Another great game out in the market place producing excellent income and sure to be a long term earner. The following service tips provide you with a detailed guide on how to enhance your earnings on this game and prevent service calls. As you all know

- a well working and properly presented machine is "money in the bank". This article continues the trend established over recent months where after a pin has been in the market for a period we advise you of "helpful hints" to ensure your product retains its top earnings potential.

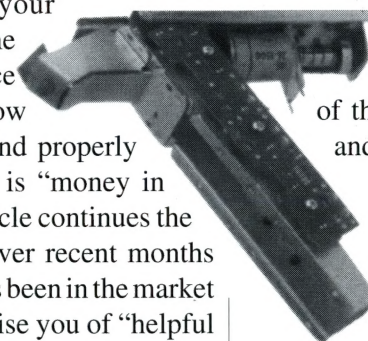
Mylars: (to reduce playfield wear) can be added to the following places:

- On the left and right hand flipper feed lanes where the ball drops onto the playfield.
- Where the ball drops from the ball shooter lane onto the playfield.

- Area at the top of the playfield where "I.N.D.Y." lights are.
- Around the three drop targets.

Problem: Target lifter plates slipping over and jamming.

Solution: Remove the circlips and springs on the lower end of the assembly. Fit small washers to reduce the movement in the lower end of the plastic. Replace circlips and springs and check.



Mini Playfield Problems

- Ball rolls past the mini playfield.

Solution: Make sure the stop pin is positioned centrally and if it is bend the metal part of bridge forward.

- Ball jams under mini playfield after falling through.
- Solution:** Glue a piece of plastic section in place.
- Check that the securing grub screw on the main pivot driveshaft is tight



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1994

Welcome to the first edition of our new revamped edition of "TimeOut" for 1994. Thank you for the many comments from readers about our new improved picture quality and format. We always aim to provide a better quality magazine each time and any input from readers is always appreciated.

1994 is going to be a great year for operators with the quality of selected new equipment getting better and better and with their ability to earn steadily increasing. While equipment prices will increase due to manufacturers increases, the steadily improving strength of our dollar will help to off set some of this. New equipment and technology provides us with the golden opportunity to establish new locations at MUCH LOWER COMMISSION RATES. New locations are interested in the dollar return they receive from a previously untapped source and not in how much you are taking away. Why would sports shop owners or record shop owners who have been getting zero dollars from a space complain when you give them \$100, even if this only 10%. The reality is they do not - the biggest hurdle to this arrangement is that the operator has a mind set and in reality insists that the owner take more than he should. You as the operator provide the capital, the expertise, the service and the reinvestment in new equipment that keeps a location performing - you should also receive 70%, 80% or 90% of the income. *Make 1994 a year when ALL NEW UNITS go onto locations at a better commission rate.*

New Locations

With new equipment the ability to obtain new locations really has no limit. Many operators have tended to look at

the returns they have been getting on traditional sites and condemning the business due to this.

News Update:

Many of these sites are going broke because peoples shopping and eating habits have changed (haven't yours over the last 10 years?). If people are not going into these locations then 50% upwards of your impulse business has vanished and the viability of your site with it.

No business can survive without adapting to changing trends but those among you who are prepared to change will certainly reap the benefits.

New locations that are open long hours (hardware shops, cafes, malls etc) will take top money with new equipment and are very happy to try this if approached in the correct way. *Make 1994 a year when you make a move to new locations.*

Site Contracts

If you wish to remain in your new location with your lower commission rate then a properly enforceable site contract is a must.

Your new site owner will not have a problem with this and it will certainly make him stop and think (and talk to you first) if there is suddenly a different offer from a different (lazy) operator. *Make 1994 a year when each new site*

signs a site contract and start insisting on these with your existing locations as well (a good time is when you are changing units).

1994-The NZ economy is improving - employment (discretionary income) is improving - the exchange rate is improving - opportunities are improving.

Are you improving?



Dungeons & Dragons[®]

Computer Game

TOWER OF DOOM

This product is marketed in NZ under an exclusive distribution licence held by Coin Cascade Ltd.



CPSII

CAPCOM[®]



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NEW PINBALL RELEASES



LIMITED NUMBERS OF BOTH THESE MODELS ARE NOW ON ORDER, TO ENSURE YOU RECEIVE ONE PLEASE CONFIRM ORDER WITH YOUR LOCAL AGENT NOW



AVAILABLE
APRIL 1994

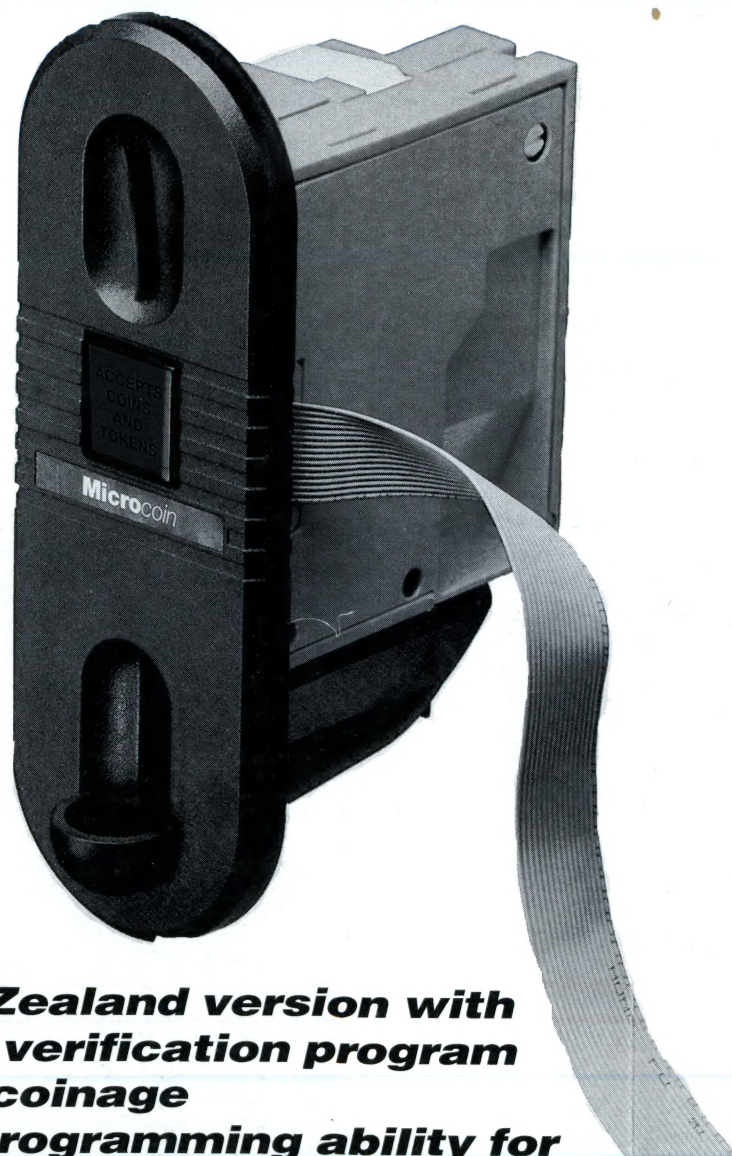
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MARCH 1994



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TIME OUT

S5/S6 COIN VALIDATOR



- **New Zealand version with quality verification program for NZ coinage**
- **Self programming ability for operators convenience**

BEST OF PINBALL

This past year was certainly an active one with regard to pinball; and it all began in January with Wet Willy, Big Foot and Friends.

When this machine appeared, I soon realised that it would become one of my all-time favourites. White Water is one of those games that's just so much fun to play. The sound animation is so entertaining, the rules cater for a huge range of players, and the shots are really fair. The characters in the game are also amazingly cool; the sight of Big Foot sitting there, with his head spinning is just classic.

Novices and average players can enjoy various multiballs, multiple jackpots and a good laugh; while the better players can also complete the Vacation Planner, and really go to town!

Fortunately, this humour continued with Creature From The Black Lagoon in 3-D. This game is based on the classic theme from the 60s of taking a girl to a drive-in horror movie. The soundtrack features various songs, including "Rock Around The Clock."

The tilt and slam-tilt quotes are great, as is the start of multiball. Jackpots are obtained by finding the girl and rescuing her. Once again, the characters are good, and tie in well with the Happy Days - like theme.

Dracula which appeared shortly after, was an average pin. This game was simple with some good features.

After Dracula, there seemed to be a pause for a while. Everyone prepared for the big one. It was almost like the build-up to multiball on the Addams Family, unit SHOT TIME!

Twilight Zone exploded out of the woodwork. This was going to be different. Pat Lawlor and his merry team had done a great job, slaving over hot blueprints to produce a truly wonderful machine. The animation of this game is amazing. Lost In The Zone (timed 6-ball multiball) was a new idea (which has become annoyingly trendy), the Gum-ball Machine was yet another cool toy, and the Power Ball managed to add another dimension to an already fantastic game. With the spiral-helpers and the Power-field's magna-flippers, the player is almost permanently unsure as to how the ball will behave; but after all, it is the Twilight Zone.

The few layout problems are almost non-existent compared to the rest of the game. The rules are perfect for the physical design of the playfield (except for the skill-shot); and once again, there are great characters and quotes to make every game that much better.

Indiana Jones followed Twilight Zone. True

Indi fans will love this game. It has quotes, animations and rules that are a constant reminder of the films.

Whenever I play, I am

invariably taken back to various scenes from all the movies. The game consists of 12 modes, including three video-modes, where the player must steer a rapidly accelerating mine-cart through a maze of tunnels; find the medallion in the Raven's Bar; or wisely choose the genuine cup. Novice players should stay clear of this game (unless someone else is paying) as it is full of long, steep ramps, narrow lanes and greedy drains; although better players will find it a real challenge, and maybe even see what happens once all modes are completed. Indiana Jones is the first game to make use of the superb new DCS Sound System. No longer do we have to guess what the machine is trying to tell us.

Indiana Jones was quickly followed by Judge Dredd. Some don't like this game, but I love it.

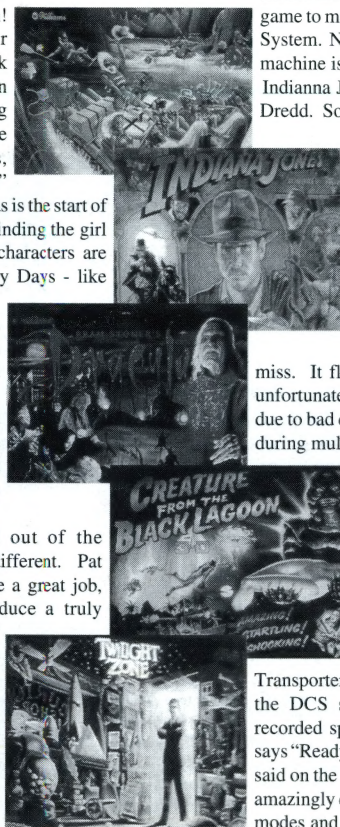
Like Creature, JD is also full of humorous quotes ("You can see my house from here!"), modes (like Stakeout), and animations. This game seems to be a first where the player chooses the next mode with buttons on the side of the cabinet. It also features more drop-targets (cheer!), and a mother of a playfield toy - the Planet, which you can't

miss. It flashes, turns and looks really pretty; unfortunately it is disabled in newer machines, due to bad design. The music is great, especially during multiball, as it really uses the new sound system to the max. JD also has Super Game - two credits buys a chance at multiball every ball, four more modes, and a chance at the 100 million super jackpot.

Appearing soon is Star Trek: The Next Generation (STTNG). (Not to be confused with Data East's horror Star Trek: Shoot the Transporter). This game gets even more out of the DCS system, with quotes galore, some recorded specifically for the machine. (Picard says "Ready for multiball" - which I doubt he ever said on the show!) The tilt quote is very apt, and amazingly cool. STTNG also features numerous modes and six-ball multiball (am I the only one getting tired of these?) Dual guns above the

slingshots make for interesting shots and a really playable game.

All of the pinball activity this year has certainly kept us pinheads busy, and looking forward to 1994. Rumours suggest that Williams is working on a machine for The Flintstones movie, and it is suspected that it will follow Star Trek; I know I'm looking forward to it.



TIME OUT AMERICAN MAKING A

According to many, it is. The game which started it all is enjoying a resurgence around the globe, mainly because it is generally a mature market and there is a keen awareness of the fact that pool is a long-term, but sound, investment.

Above all, operators are looking for a quicker return on their capital. And that means the big balls, big pockets game, because it is faster, means more quarters, francs, lire, dollars and even pounds, in the cashbox at the end of the week.

To get to the number. That most mature of mature markets, the US (with Canada) has a fairly well documented 200,000 units. It is equally well documented that it has a replacement market of about 10%, or 20,000 tables. Ninety per cent of that market is shared by two companies, Valley and Dynamo.

Valley has the bigger part of this, but the two companies work well together and even co-operate on standard sizes to prepare a stable market place.

"The market is resistant to change," said Mark Struhs, vice president of sales and marketing at Dynamo. "From the player's point of view there is very little that you can do to the equipment to improve it or even to change it for change's sake. From the operators' point of view there is a certain demand for quality, beyond a standardisation in pocket openings and the two-and-a-quarter-inch ball size."

Valley uses a magnetic system to separate cue ball from object balls and Dynamo a combination of weight and magnetism, but that is incidental to the operators, who demand above everything else a reliable

product.

"That is critical," said Mr Struhs. "Because so many operations are Mom and Pop outfits with anything from five to fifty tables and they don't want to be called out at 11.30 on a Saturday night to a downtown bar."

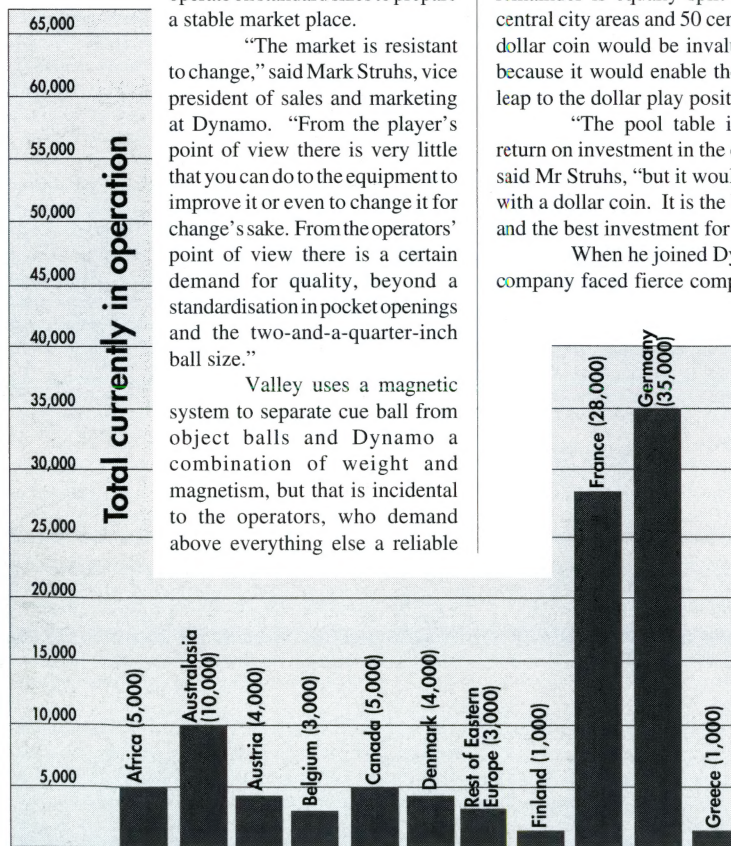
His company has five sizes of table ranging from three feet by six feet up to four-and-a-half by nine. Valley has a similar range and it is interesting to note that 60% of the market is for seven-foot tables, 20% for an eight-foot table, 10% for the three by six and just 2% for the four-and-a-half by nine.

The price of play is regulated by demand at 75 cents, or at least 75% of the market is, while the remainder is equally split between dollar play in central city areas and 50 cents in rural districts. The dollar coin would be invaluable says the industry, because it would enable the pool table business to leap to the dollar play position.

"The pool table is still the number one return on investment in the coin machine business," said Mr Struhs, "but it would become even more so with a dollar coin. It is the best value for the player and the best investment for the operator."

When he joined Dynamo 13 years ago, the company faced fierce competition between around

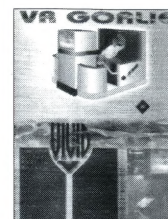
eight major players, including names such as Valley (which had the dominant position), Irving Kaye, American Shuffleboard, US Billiards, Brunswick, Global and others. The shake-out came because the competition became simply a war of attrition between a handful of companies all offering equally good products which offered little scope for anything more than bells and whistles in terms of changes.



NEW PRODUCTS

VIRTUAL REALITY

Vivid Group of Canada has released the world's first Virtual Reality module which enables the player to break free from cables and headgear and play VR Goalie, an ice-hockey game. The stand-alone arcade-style module features a Mandala VR engine running a hockey goal tender simulator. The Mandala Virtual World System, using a video camera interface, means that the player can control



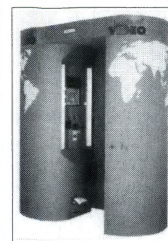
computer graphics, animation and background video using only a video image on a screen. The player sees their image in front of a hockey net and watch their image as they try to protect the net from pucks shot by live players on the video.

INSTANT VIDEO

Instant Video Ltd of London, England, has introduced a new way of sending a greeting while on holiday, in a theme park, at a tourist attraction or any other suitable location.

The innovative system, which has been under development for several years, allows the consumer to record short videos of themselves

to send on to friends or relatives utilising an Instant Video Tower or Booth and taped in any television standard available throughout the world. All the user has to do is check on the monitor in front of them where the tape is to be sent and select the correct country.



An extension of the traditional postcard type of greeting, the system covers all the popular greetings such as birthdays, anniversaries and seasonal greetings while also offering the chance of making a personal greeting too.

Launched at the recent Leisure Industry Week exhibition at the NEC in Birmingham, England, the product provides the user with a three to five minute video tape and video box which is pre-printed so that the consumer only needs to fill in the name and address section and send it off! The launch price of a video is to be £5 and payment can be made in coins, notes or by credit card. Interest in the system has already been shown by shopping malls, large retail stores and other places where the public gather, while its potential within the amusement park industry is also obvious.

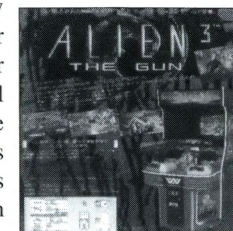
AMERICAN LASER GAMES

The maker of Mad Dog McCree, American Laser Games, has another new model on the market. Drug Wars is a cinema action game, the seventh in the series from the company. It is full of special effects and stunts in a storyline which takes in encounters with the henchmen of a drug lord through a series of phases right up to a finale in South America.



ALIEN 3

Alien 3 The Gun is the new dedicated game from Sega. It is a two-player shooter with a space theme. Aliens attack the player's heroes in space and the player must defend them by throwing grenades or use the flame-thrower with 3D scroll graphics. There are realistic sound effects in the game, which is licensed from 20th Century Fox.



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AMERICAN POOL TIME OUT

market for just about every form of coin machine.

There are signs, however, that the original American pool game is beginning to revive, even in markets where it previously hardly existed, such as the UK. In Germany it is strong through regular promotions and in the

traditionally good markets such as Italy and France, the big balls, big pockets game is also enjoying a resurgence.

The indications are that the annual replacement (non North American) rate of 25,000 which in 1991 and 1992 slipped to perhaps 17,000, may be climbing back to its turn-of-the-decade peak. In North America the figures are also improving. There was a replacement market in the US and Canada of 20,000 tables per annum which also slipped during those two years, but only marginally. This looks like being back to its best in 1993.

Wherever American pool is going to spread, it must first battle its way past a host of "local" games, games which are rooted in tradition in their own country. It must get past Carambole and Artistico in France and derivatives in Italy (batcho) and Sapin (Carambola), it must get past the snooker - inspired pool which is peculiar to Britain, known in France as "Billiard Anglais" and it has spread there too.

American Pool is making inroads where it appeared to have lost its way years ago, but as the pendulum swings one way, so, eventually it may swing back and this is what is happening to American pool, or so it would seem.

Tournaments helped to promote the game and all of the manufacturers had some involvement in that kind of support for the game. These days the promotional structure is still there. Indeed, the largest league in the world is probably the Bud Lite League with 130,000 amateur players which Dynamo co-sponsors with the APA, the American Pool Association.

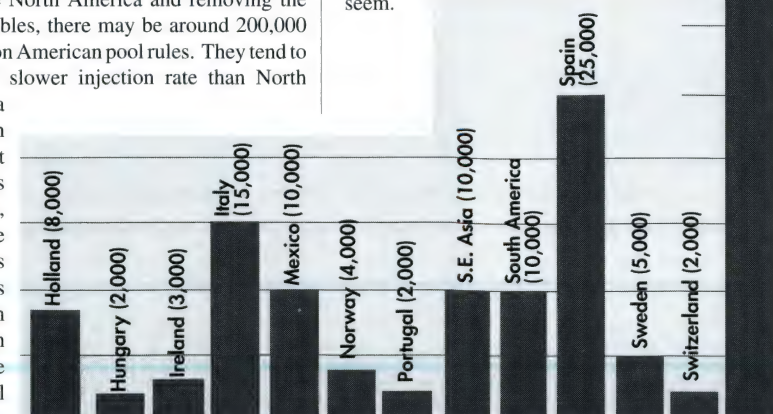
Above-table changes are probably the only area of evolution in pool and in this respect nine-ball, is proving a faster, more exciting game than the old eight-ball which tended to encourage strategic and slower play.

Apparently, Canada is proving to be a stronger market in North America than the US, with Quebec the most pool-intensive area, followed by Ontario.

In the rest of the world there are probably 300,000 pool tables in existence, with a somewhat longer life-span than the ten years in the US and Canada. Of those, American pool has around 85% of the market with the new, English pool, taking around 15%, most of it in the UK.

The main area for production of pool tables outside of the US is Europe, where the principal manufacturers are Hazel Grove (for English dimension tables), Rene Pierre in France and Garlando in Italy, although nearly every country has its own manufacturers.

On the basis of around 300,000 tables existing outside North America and removing the English-rules tables, there may be around 200,000 tables working on American pool rules. They tend to have a slightly slower injection rate than North America creating an annual market place of perhaps 25,000 tables, although in the past two years the figure has slipped through the recession which has hit the international



TIME OUT INTERNATIONAL NEWS

AUSTRALIA NBA JAM WINNERS

Wouldn't it be the biggest buzz to have your own Timezone NBA Jam machine in your bedroom? Well, that's what seven lucky winners in the Coca-Cola Slam-A-Deal received recently.

In a joint effort between Caltex, Coca-Cola and Timezone, customers who purchased a multi-pack of Coca-Cola at Caltex stores instantly received their own regulation-size basketball and two Free Games at Timezone! They also went in the draw for a chance to win one of seven NBA Jam machines.

Leisure and Allied Industries have re-opened the old Surfers Paradise centre "Grundys" with a complete new interior and all new equipment including VR and redemption. This super centre is the largest in the southern hemisphere and covers over 4000sq metres.

UK

Video games may under certain circumstances trigger epileptic fits, according to a UK government inquiry. This risk is slight, but in Britain up to 150 victims each year could be affected. Most are likely to be between seven and 19 years. The inquiry was set up after a national newspaper alleged that a number of children with no history of epilepsy had been affected while playing Nintendo or Sega consumer games on television screens. The flashing lights can trigger fits in children who are susceptible.

The report was prepared by the Department of Trade and Industry with the help of the National Society for Epilepsy

and found that about 600 of the 30,000 people in Britain each year who have an epileptic fit for the first time are "photosensitive" and at risk from television, video games or even flashing strip lighting.

Lord Strathclyde, Consumer Affairs Minister, said that video games only carried a small chance of triggering fits and playing games would very rarely spark a seizure in those who have no history of the illness.

Both Sega and Nintendo print epilepsy warnings in booklets accompanying games but pressure is mounting to print the warnings on packaging. This has been ruled out by Lord Strathclyde.

Safe Sex-Playing The Game

Developed at the request of health authorities in England is a new video game designed as an aid to teaching safe sex to schoolchildren and featuring a "lady of ill repute" called Vera, who is no stranger to the potential dangers. On the market right now, the game centres on Cool Town, where players progress through a maze of streets by answering questions about the AIDS virus. It's unlikely that the game will be developed in New Zealand at this stage.

NORTHERN IRELAND

Copy PCBs Campaign

The Northern Ireland Amusement Catering Trades Association (NIACTA) is to conduct a campaign against copy boards in video games, Chairman Robert Donaldson said. There are 8,000 to 10,000 games there in all, of which perhaps 50% are copies, he said.

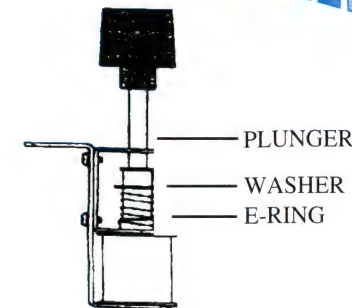
TIME OUT TECHNICAL CORNER

INDIANA JONES

Subject: Idol Assembly Sticking

If you are experiencing occasional sticking on the idol assembly, add a plastic split washer, .260 x .50 x .032, (part #03-9046) to the idol coil plunger to prevent the assembly from magnetizing.

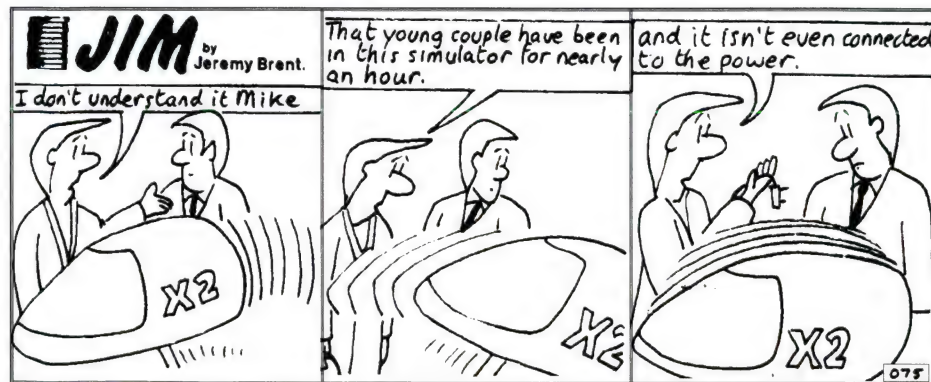
Turn off the game and raise the playfield. Grasp the E-ring on the idol coil plunger and pull the trigger down. Push the plastic split washer around the thin plunger. Lower the playfield.



Fault: Fuse F116 (12 volt, unregulated) intermittently blowing.

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THE BIG BOYS

Courtesy Replay - big business prepares to sell video games to the home; coin-op realises it must go hi-tech to stay competitive.

Coin-op learned a whole new vocabulary in 1993. Words, phrases and acronyms like VR (virtual reality), downloading, modems, and digital compression entered the industry's conversation. Virtual Reality, in particular, made a few appearances at industry trade shows and AMOA dropped cryptic hints all year long about a big "networking" project, which it said would take street operators into the 21st century.

Little of this technology actually materialised in the form of finished products which operators could buy during 1993. But nearly every day of the year, all you had to do was pick up the newspapers to see why coin-op desperately needs a hi-tech shot in the arm.

Very soon, we'll be competing with the likes of Bell Atlantic/TCI; Paramount/QVC; AT&T and "The Imagination Network"; Time-Warner and Silicon Graphics etc. All of these conglomerates and joint ventures (many of them overlapping) plan to sell video games over telephone lines and/or cable TV wires. We'll also have new animals in the forest like The Sega Channel and The Nintendo Channel, it was announced in '93.

In the courts and in Congress, rulings and bills kept popping up during 1993 to ease restrictions on phone companies allowing them to run "info superhighways" and compete for cable TV business on their home turf. The "Invasion of the Coin Snatchers" seemed to keep getting closer, day by day.

As the year drew to a close, 3DO introduced its "next generation" home vidgame system, backed by Matsushita, Time-Warner, AT&T, and over 300 software suppliers. 3DO says its top games are "fifty times" better than current coin-op video

ARRIVE



games ... and some early demonstrations seemed to support that claim. To compete, Nintendo and Atari plan to release 64-bit home video systems this year.

What does it all add up to? The name of the game is "multimedia" ... and many bullish participants say by early in the next decade it will be a \$NZ36 billion annual market in the U.S.

Coin-op technology did make some good advances during '93, with more progress promised for this year. Namco debuted Ridge Racer, the first arcade game with texture-mapping computer graphics. Sega is preparing to follow suit with Daytona. Sega and Konami also intend to sell coin-op VR products. Their VR systems will join

current or new products like the British "Virtuality" system, the US "Visions of Reality" system, VR8's low-cost upright, and Alternate Worlds Technology's "Reality Rocket" system.

Nobody really knows if the "information superhighway" is going to earn a profit, at least in the short term. One encouraging note for our industry: some early market tests to homes that are "wired," suggested that people may chiefly use education services (the on-line encyclopaedia for junior's homework etc). And, in a continued slow-growth economy, it remains to be seen how many people will by a \$NZ1300 superduper hardware system like 3DO's.

If nothing else, all the hype about hi-tech has caught Joe Operator's attention. Even in the Deep South, where many operators are not exactly cash-rich, two coin-op distributors told RePlay that their customers talked about VR with great interest during 1993. Operators seem ready to embrace new technology, although they still don't want to pay higher prices or change the way they operate.

Chances are, they'll have to do all three before the decade is out.

TIME OUT

The association was talking with the Royal Ulster Constabulary (the police) about liaison which may help clear up the problem.

The province is different from the rest of the United Kingdom in that it has separate gaming machine laws and does not come under the jurisdiction of the British Gaming Board. It had \$NZ8 cash and \$NZ16 in tokens payouts in its machines as far back as 1986, several years ahead of the rest of the UK and it is interesting to note that it already uses the \$NZ16 in tokens limit and pays out in cash - a point which is so low-key in impact that the police tend to ignore it.

USA

Law Suit Settled

The US manufacturer Williams has announced the settlement of a law suit it had bought against Data East and Gary Stern and Joesph Kaminkov. This involved the infringement of patents and trademarks as well as violations of an earlier settlement agreement.

The allegations were denied by Data East and the individuals, but as part of the settlement they agreed to license from Williams the patents and trademarks which were the subject of the litigation and pay royalties for their use. All other details of the settlement remain confidential.

Japan

Capcom Upgraded To 2nd Tier of OSE

On October 8th, Capcom was listed on the second tier of the Osaka Securities Exchange. The company first began offering public stock around three years ago, and the stock is presently trading for around \$NZ125 a share.

Capcom has also revised some of its earlier forecasts about its financial

performance for this year. Currently, sales are forecast at ¥88 billion (\$NZ 1.46 billion); operating profits at ¥16 billion (\$NZ270 million), while net profits are expected to be ¥7.7 billion (\$NZ130 million).

SFII -The Movie

Now in production is Capcom's Japanese animation film Street Fighter II, the company's second effort in the movies business. The animated movie, in which actual actors appear, will be released in July 1994 and has been produced jointly with Sony Music.

According to Capcom president Kenzo Tsujimoto, "Capcom's move towards multimedia will be accelerated by widening the media coverage from video game to movie and comic magazine."

Meanwhile, Technos Japan Corp has revealed that the Hollywood movie "Double Dragon - The Movie", based on its video game Double Dragon, is now in production and will be released in the US in April 1994.

Midway has engaged the services of producer Larry Kasanoff and Danny Simon's The Licensing Group to assist Midway in seeking deals for a feature film, TV series and full-blown merchandising product line based on its megahit video arcade game Mortal Kombat.

"We've created unique characters through this game that have reached extraordinary levels of popularity," said Midway's Director of Marketing, Roger Sharpe.

Larry Kasanoff, who will produce the film and TV series once production deals are obtained, described the MK characters as "fantastic characters, who will translate wonderfully to film and television."



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INSIDE INFO

MORTAL KOMBAT UPDATE

Johnny Cage has a double fatality. After performing the first fatality, just as the head is knocked off, perform the fatality again and another head will appear for you to remove. This has no practical use, but it looks kind of interesting.

To get to Reptile, you must:

1. Win every round up to the bridge scene (usually three matches/six rounds).
2. Have shadows (witches, balloons, Peter Pan) flying across the moon in both your winning rounds.
3. Defeat your opponent with a double flawless victory and fatality on the bridge scene without touching block, except for the fatality if necessary.

Remember that Reptile moves very fast, and can harpoon, freeze, slide or teleport punch. Defeating Reptile will give the victor 10 million points. Losing will result in an uppercut to the face, hellfire to the body, or a lift of your spine.

At present, there is no known formula about exactly what the requirements are to get shadows flying across the moon, although the chances of shadows is good i.e. if you play five or 10 matches on the bridge, it's likely that you'll see shadows once.

If all requirements are satisfied, the screen will flash; Reptile will jump down from above, and the scene will shift to the bottom of the Pit over which the bridge was built. The match will be fought among the swords.

TWILIGHT ZONE

Flipper bonus: If the ball drains and the bonus is enough for a replay, flip both flippers while the replay scene is coming up for a 5 million bonus.

INDIANA JONES

Twomillion bonus on streets of Cairo: After finding Marion, you are supposed to shoot mode start to make Indy shoot the Arab. However, he can also be shot by simply pulling the trigger. This is really a last-resort option as mode start is worth 20 million. But if you can't hit it and time is running out, 2 million is better than nothing.

STAR TREK: THE NEXT GENERATION

Flipper bonus: At any time during play, if you hear Data say, "Had you propelled the ball along the proper trajectory, you would have been rewarded;" press both flippers and Picard will interrupt with "Thank you Mr Data," and you will be awarded 10 million. This happens during regular game-play and

the Bonus Count.

Holodeck: When the machine waits for you to choose 25 million or the video mode, hold the trigger in and press the right flipper button to play poker with Riker.

MORTAL KOMBAT I

Firstly, you have to beat the first three people without losing a round, also you have to do fatality on each of the first three people. Then, when you reach the bridge stage, you have to win both rounds perfectly and do fatality on the person. But the tricky part is you are not allowed to use the block button on the bridge stage (even whilst doing fatality, therefore you cannot do this trick using Scorpion, because his fatality uses the block button.)

If done correctly the screen will flash and it will say "Congratulations. You have found me!" After this you will appear under the bridge and will fight Reptile. (Reptile is a cross between Sub-Zero and Scorpion).

NBA JAM

If you defeat all 27 teams, you get the usual congratulations from the two girls, but you also get a five per cent chance of playing against an "all star" team. This is only applicable in one-player games or two-player games where Player Two has also defeated all 27 teams. (This has been confirmed by Mark Turmell of WBM).

BLOOD BROS

Extra lives: On stage 1-1 shoot the can off the top of the screen straight away and an extra life should fall down. This needs to be done quickly. This also works on Scene 4-I and also gives 20,000 bonus or extra weapons on other screens.

JUDGE DREDD

Skill shot twice: When launching the ball, shoot the skill shot around the Big Loop for 5 million. Then, if the ball drains before the draw shield runs out, the skill shot can be hit again. This is machine-dependent as some machines may not allow enough time for this trick.

ARCH RIVALS

A novel way of getting the ball: Chase the opponent carrying the ball. When you are about one inch away, press both buttons to dive at him. Your player will grab the opponent by the shorts and after a couple of seconds will pull his shorts down. The ball spills free and you have plenty of time to grab it.

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VIDEO VIOLENCE IN USA

Courtesy Replay

Despite all the hand-wringing and bad PR, violence still sells; and it fuels the growing anti-violence, pro-censorship climate.

Q "So, how do you like the new games?"

A "I really don't like all the violence."

Q "What are going to buy?"

A "Mortal Kombat II, Virtua Fighters, Night Slashers."

This interview with an operator at the 1993 AMOA Expo pretty well sums up the industry's vidgame violence dilemma. Nobody approves of it, but (especially in street locations) nothing else sells as well, or earns as well.

During 1993, the trade wrestled with this problem all over the globe.

In Great Britain, distinguished Members of Parliament spoke against vidgame mayhem. In Australia, a noble but short lived attempt at industry self-regulation gave way to government censorship of video games. Sega started putting voluntary ratings on its home video software, but that didn't prevent a huge media outcry when Midway's Mortal Kombat came to the home market. (Everybody from Dan Rather to the local PTA seemed to take offence).

After considerable thought, AMOA released a measured, reasonable statement against excessive violence in video games during its October '93 convention. AAMA kicked around the issue for months, behind closed doors (they may eventually come out with guidelines, a code of ethics, or some such).

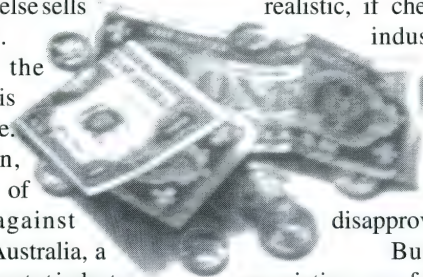
But nobody can argue with the numbers: the Mortal Kombat and Street

Fighter games are the industry's best-selling, both in the arcades and for home systems. By the way, fighting games have been the leading category for years, so this is hardly a new trend. Back in mid-1985, the Number One, Two and Three games on RePlay's chart were all "karate champ" type titles from Data East.

We'll skip all the arguments about morality, copycat crimes and free speech. The bottom line is: what are we, as an industry, going to do about this? A top executive at one vidgame manufacturing powerhouse gave a realistic, if cheerless, prediction: as an industry, we'll probably do nothing about it. Nothing with teeth, anyway. Oh, yes, we'll adopt position papers and make statements showing we disapprove.

But the fact is, no trade association can force its members to stop making (or buying) ultra-violent games. Therefore, as long as violence sells, these games will be made, and sold, and played. And, as players become jaded with today's level of violence, game designers will outdo themselves in making the next batch of games even more violent, more bloody, more "realistic" ... until finally the government is forced to crack down.

In early December of 1993, Senator Joe Lieberman threatened the industry with censorship - at least, the consumer side of the business. Possible fallout for coin-op was unclear at presstime, but industry leaders were scrambling behind the scenes to make sure the USA escapes the fate of Germany and Australia. They have tough government regulations already.



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SEGA

Out Runners

The OUTRUNNERS is a driving game that allows you to go on a world tour in various stages. Follow the selected drive course by choosing one out of the 8 different type cars whose characteristics such as perspectives, power, transmission, steering wheel manoeuvrability, etc. are different. Appealing to young couples who drive in a stylish manner, players who skillfully make turns at the corners, and so on, amid the beautiful sceneries throughout the world, this game is sure to enhance the activation of the locations.



Imported Cabinet Shown



This strategy oriented play in which you drive by choosing a desired course that is matched with the abilities of the selected car enables anyone including beginners and experts to enjoy the maximum in racing realism. The attractive graphics that give you the sensation of speed and realism made possible by SYSTEM 32 as well as SEGA's digital sound system which incorporates the newly developed super woofer, are sure to appeal not only to the players but also to the onlookers.

The LCD panel with an appearance similar to a car stereo, which enables background music to be chosen, as well as the Ignition Key, add attractive and fashionable features. The twin seat type cabinet which fits a bright atmosphere allows customers, including couples and group players, to enjoy the driving race. The communications system that allows a maximum of 8 persons to simultaneously play, further enhances the excitement and enjoyment, which is a factor to realise a higher income.

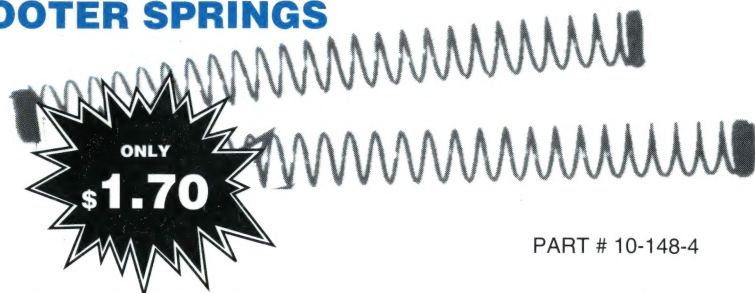
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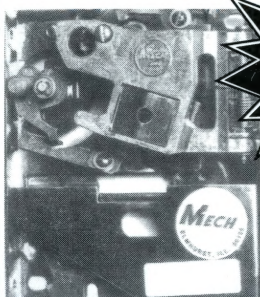


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NEW GAMES



Driver's Edge, by Strata is the next generation of Virtua Racing - like Formula One racing games and it is on its way. I say Virtua Racing - like because it uses the same graphics techniques. But in Driver's Edge, the graphics are better.

The style of play is the same as most other racing simulations. You sit in a car, go fast, go around corners and avoid hitting things. This exciting Indy-style racing lets you compete frantically around courses which are closely related to circles, so it's lucky that the designers included a steering wheel (also handy for avoiding the other cars).

Dazzling shaded polygons and 3-D graphics provide the driver with some really spectacular eye-level views of scenery to crash into. The on-screen dash board shows speed, engine revs, current gear selection, amount of fuel left and amount of Nitrous Oxide left. And for those that think NO2 is the stuff that makes you laugh at the dentist, well it isn't. It's a high octane fuel boost for super high speeds.

State-of-the-art pentaphonic (two and-a-half times better than stereo) delivers the heart-pounding digital sound track to those ears brave enough to tough it out with the best of them.

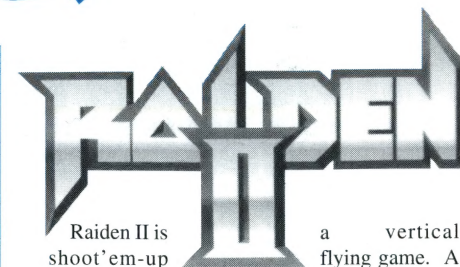
The game comes in a specially designed interactive cabinet with all the bits and pieces you would expect.

Up to eight cabinets can be linked together for exciting head-to-head racing, which keeps the computer out of the race, so you have a chance of winning. As the Germans say, if you can't win, eliminate the competition first!

You have a choice of transmissions: automatic or four-speed manual. You can also select a race course from the several offered.



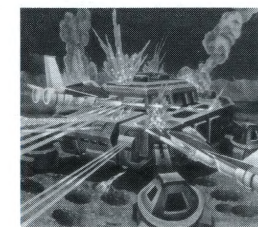
So when the flag comes down this summer, you can be screaming down the home stretch past the stadium in Driver's Edge or you can be asleep



Raiden II is a vertical shoot'em-up flying game. A one or two-player game with plenty of fighting action to challenge the most die-hard Raiden fan, while not deterring the novice, either.

This is accomplished through the game's self-adjusting facility, which increases the difficulty factor to suit each player's skill level. Another way of saying this is that you are never going to win, no matter how good you get, as the computer will always be one step better. The only way to win is to take the game by surprise. Play really badly in the first part of the game then fluke your way to the end. That has always been my way of playing and it seems to have held me in good stead.

It has eight different stages that players must complete in order to finish the game. Each stage has



at least one boss; some stages have multiple subsections, each ending with a boss, each with its own special weapons and defences.

The Raiden II fighter planes also have new weapons and power-ups. The enhanced sound and graphics make the game far more exciting to watch than the first version. The player can soar over landscapes and be beaten into submission by thousands of enemy aircraft, all to a futuristic sound track which keeps the blood pumping.

The first Raiden, which came out in late 1990, was very popular and many players thought it was the best flying game ever. Believe me, the new version is better.

JUDGE DREDD

"Only those who break the law have anything to fear from me"

• Judge Dredd is one sly guy ...

Box office Big Boy Sylvester Stallone will star as Judge Dredd in the \$65 million Pressman/Cinerici Productions motion picture adaption of Britain's top comic book character hero. Directed by Danny Cannon and distributed by Disney's Hollywood Pictures, Judge Dredd inflicts his futuristic crime-fighting tactic in theatres nationwide (later this year).

• Action figures and accessories assault

Be on the lookout: One of the world's top toy companies is planning a MASS MILITARY MANOEUVER to invade the market with Judge Dredd action figures, accessories, playsets and vehicles.

• Legend of the law

DC Comics is welcoming Judge Dredd with two new comic book series. DC's Judge Dredd launches in June, and its Judge Dredd "Legends of the Law" monthly series is set for an early '94 debut.

• TV program for patrolman

Bad boys, bad boys, whatcha gonna do, if Judge Dredd comes to TV too? Discussion are underway to develop an animated television show for the future's #1 Top Cop ... Stay Tuned!

• Dredd drafts devoted followers

The Judge Dredd Fan Club is recruiting law abiding citizens with special membership kits, newsletters, premium catalogs, and more, with the help of fan club experts at Responsive Marketing.

• The toughest tees

Licensed clothing international unleashes a legendary line of Judge Dredd fatigues, including tees, rugby, polos, sweatshirts and caps.

• Freedman escorts Dredd

Mark Freedman is Judge Dredd's top Advisor on all licensing and merchandising. Licensing verdicts are final ... act now or face the consequences in the marketplace.



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NEWS RELEASE

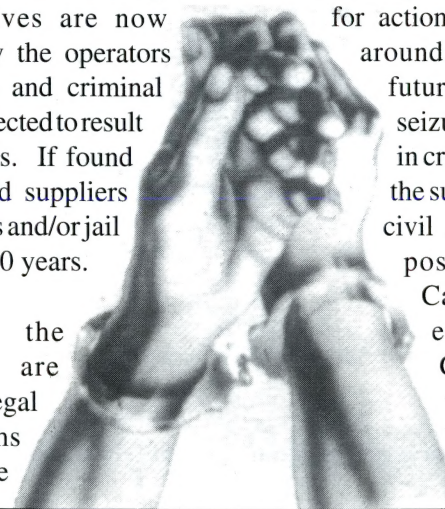
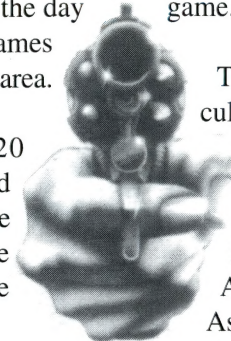
COPY WARS Auckland Police Take Action

On Monday 24 January the or Williams/Bally "Mortal Kombat" Auckland Fraud Squad spent the day game. picking up suspected "copy" games from sites around the Auckland area.

Approximately 20 machines were seized and loaded onto four trucks while the location owners were closely questioned about the operators names and details.

Operation "Street Killer" as it was named by the Detective involved with the case was an outstanding success. Detectives are now working to identify the operators and their suppliers and criminal prosecutions are expected to result from these enquiries. If found guilty operators and suppliers face substantial fines and/or jail sentences of up to 10 years.

Most of the products seized are understood to be illegal copies of Capcom's "Streetfighter" game



The raids yesterday were the culmination of work begun early last year when a retired Detective Sergeant was employed by Coin Cascade to inspect all locations in the Auckland area for copy products. As a result of his findings and the findings of other similarly employed

people from around the country the police were informed of the problem.

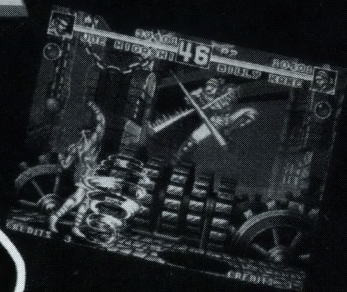
Yesterdays action is a forerunner for action which will be seen around the country in the future. While yesterdays seizures are likely to result in criminal charges against the suppliers of these goods civil action will also be a possibility as Coin Cascade continues its efforts in the Civil Courts against operators and suppliers of "copy" products.



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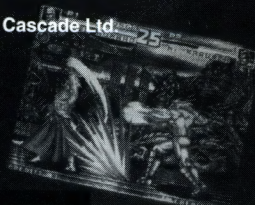
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Mortal Kombat II

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SNK NEO-GEO

\$EARNINGS\$

TIME OUT

Mortal Kombat II

Proving that there is always an exception to the rule Mortal Kombat 2 has thrown off the old taboo of the second version being an inferior product and has provided some startling income figures in the NZ market.1

Out since before Christmas and set on \$1 player/3 games \$2 this unit has well out earned its predecessor with one operator earning over \$1500 in the week before Christmas and another earning over \$400 in the first three days on site in a "Home Game" rental shop. Regular weekly earnings ranged between \$350 - \$950 last week on the five units in test locations. With many of the regular student population being away at the moment these figures rather than just being sustainable are expected to increase.

Williams have advised that due to international demand for the product the release of the kit only version has been delayed and confirmation of this date is not expected for awhile. Operators should have a look at this unit and ask the players what they think of the game. The new Rom version that adds an additional 40 moves is also expected to "jump" earnings on this unit although in many cases this would be difficult.

Super Street Fighter Earnings Jump

"Tough Guy" Version Provides Boost

Operators of Super Street Fighter II have been heard to complain recently that games players are getting all the way through the game with comparative ease.

Apparently, even when set at the most difficult level, experienced game players could complete all stages for a very small number of credits.

Well, that's all changed now. The latest shipments of Super Street Fighter II have been provided with faster action and a much harder set of difficulty levels.

Stocks arrived just over a week ago, and the first few days testing indicate, when the games are tested side-by-side, the new version of the software can earn up to 50% more. The game is faster, and provides the game player with a lot more challenge.

The "Tough Guy" version costs no more than the original Super Street Fighter II. Many operators have been asking if there will be a Rom upgrade kit so that existing Super Street Fighter II boards can be upgraded to the "Tough Guy" version.

We've asked Capcom to advise us on this matter, and were awaiting an answer at the time of going to press. *I'd suggest operators contact their local agent for the latest advice as soon as they read this issue of TimeOut.*



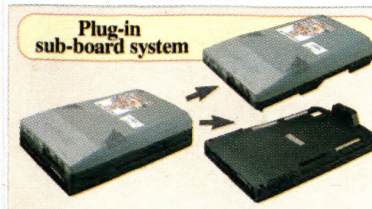
CPSII—a brand-new hardware system that revolutionizes the "coin-op" industry

CPSII

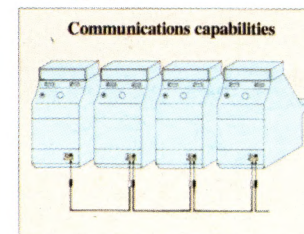
Capcom has introduced a totally new videogame hardware system called CPSII that goes far beyond any previous video-game hardware. This interchangeable sub-board system heightens video-game fun by providing communications capabilities, more vivid images, a CPU with faster speed, 3-dimensional sound via the QSound™ system, and many other enhanced functions. Super Street Fighter II was the first video game to employ the CPSII system—and soon to be released using the same system are Dungeons & Dragons and Eco Fighters.



Plug-in sub-board system enables inexpensive software changes
CPS II is composed of a basic mother board and a software sub-board. Once a system is purchased, further software changes require only sub-board replacement, making CPS II exceedingly economical.



Communications capabilities
CPS II is equipped with communications capabilities that allow multiple boards to be connected to the system. CPS II is ideal for high-income generating multi-player and tournament-type games.



Anti-copy protection incorporated in a sub-board
CPSII is equipped with a function that guards against illegal intrusion, preventing the use of pirate PCBs.

Sharp, vivid graphics
CPS II's powerful graphics make backgrounds and characters more appealing, more exciting. Giant-sized characters are now possible, further enhancing the fun.

Fast-response CPU
CPS II's high-speed CPU enables the creation of games that demand quick response time. Fast response time provides loyal button and lever operation, guaranteeing a higher degree of player satisfaction.

QSound™ 3-D audio system
CPS II boasts epoch-making, dual-channel, QSound speakers mounted on the right and left of the unit, allowing you to adjust the location of the sound—right or left, up or down—to fix the sound in place wherever you choose; or, allowing you to create moving, realistic, 3-D sound. The QSound system gives players the feel of actually being there, allowing them to totally immerse themselves in their game world.

Notes:
Case colors and connectors differ depending on the sales region. Consequently, PCBs that are parallel imported or purchased from an unauthorized dealer may not be interchangeable with your own PCBs. Neither Capcom nor its subsidiaries will be held responsible for any guarantees or after-sales service in such cases. Please contact your dealer for details.

H A R D W A R E S Y S T E M